Chapter 2 Setting Up A New MX Project

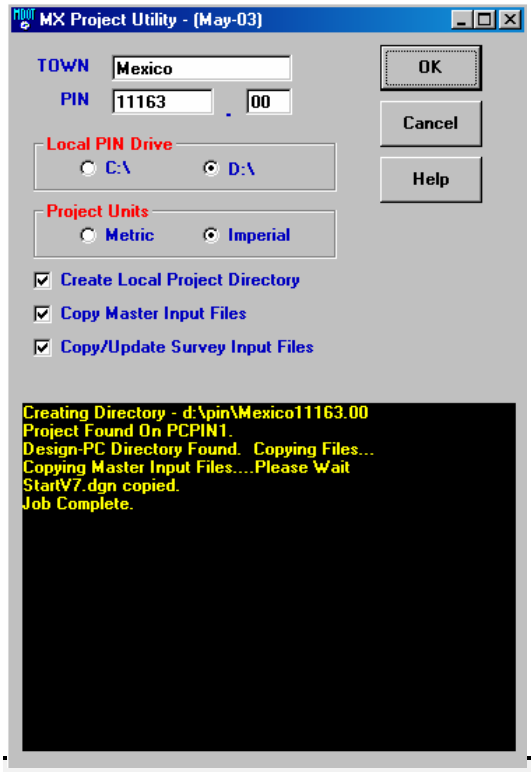
MX performs far too many complex computations to efficiently access project and drawing files across the network, so it has been determined that working on a local copy of data files is the best solution. The designer then copies these files back to the server to update the "official project files" after changes are made. *If more than one person works on local copies of a project's files, then it is recommended the primary designer's set of local files be designated to back up the official files on the server.* MX design data created by others should be sent to the primary designer by the transfer of JOURNAL files, INPUT files, or GENIO files, which will be described later in this manual.

This document will explain the steps necessary to set up a new MX Project. There are two ways to set up your new MX project: Running the **New MX Project Setup** utility, and the **Manual Method**. If your project is a new project that is expected to be detailed in MicroStation, then either method can be used.

New MX Project Setup Utility

This should be used for all jobs that will be detailed in MicroStation. It will go to the PCPIN1 directory where the official project files reside and look for your project number. If it doesn't find it, it will tell you and terminate. At this point you would need to verify that your project is ready to be worked on. Contact your project survey representative. Here's how you use the utility:

Step 1: Double Click on the New MX Project shortcut on your desktop. If you don't have one, the file can be found at "\\dot0dta1fscadd1\MXMASTER\MDOT_UTILITIES\NEW MX PROJECT SETUP.exe." This utility's panel looks like this:



Step2: Fill in the fields on the panel as shown in the example. The example to the left will create a local directory called:

D:\Pin\Mexico11163.00

You can leave the town name out and it will create a directory called simply:

D:\pin\11163.00\
The black box at the bottom of the panel will provide you status information as to how everything is progressing. If a model file is found , it can take awhile to copy, so ***don't do anything with the panel until you see the words "Job Complete".***

If you see the words "Survey Model File Found", then you can skip the remaining steps and go straight to the last section in this chapter.

One of the advantages to using this utility is that if a model file isn't found, it will create a **Master** Survey **Input file** to run in the survey input files in the correct order. This acts as a sort of batch processing of the survey files, and frees you from having to either build this file yourself, or run each file individually in the correct order. This master survey input file is called:

Input-Survey.inp

and the contents look like this:

```
MOSS
INPUT,TRAVERSE.INP
INPUT,GROUND01.INP
INPUT,GROUND02.INP
INPUT,GROUND01.INC
INPUT,GROUND02.INC
INPUT,POINTS01.STR
INPUT,POINTS02.STR
INPUT,POINTS01.TXT
INPUT,POINTS02.TXT
INPUT,CONTOURS.INP
FINISH
```

In this example, there are only two ground input files which results in 8 files being run in addition to the traverse and contours files. You can see that this automated process would be handy if there were 40 ground input files, which would result in 160 total files to be run in addition to the traverse and contours input files.

About The Survey Input Files

The survey input files contain everything needed to create the standard set of models that MDOT's survey section provides (GROUND, CONTOURS, TRIANGLES, TEXT, POINTS). These files must be run in a specific order to successfully build these models. The order is:

1. TRAVERSE.INP
2. GROUND*.INP
3. GROUND*.INC
4. POINTS*.STR
5. POINTS*.TXT
6. BOUNDRY.INP (Not provided if unnecessary)
7. CONTOURS.INP

NOTE: The asterisk(*) will be the 2-digit file number if multiple files are required to be run, i.e.GROUND01.INP, GROUND02,INP.....etc.

- ⇒ The input of the TRAVERSE.INP will create the traverse model.
- ⇒ The input of the GROUND*.INP files creates the ground model.
- ⇒ The input of the GROUND*.INC files creates the text model.
- ⇒ The input of the POINTS*.STR creates the points model.
- ⇒ The input of the POINTS*.TXT adds to the points model. This file is for the point number.
- ⇒ The input of the BOUNDARY.INP will limit the contours relative to the topography inside a boundary string. If there is no BOUNDARY.INP just input CONTOURS.INP
- ⇒ The input of the CONTOURS.INP creates a triangle model from the topo data and then creates a contour model from the triangle model.

Manual Method for Project Setup

Step 1: Create a New Folder in your local PIN directory. For most everyone, this will be created under D:\PIN\. Give it a meaningful name, such as the entire project PIN number (ex: D:\PIN\1234.56\ ).

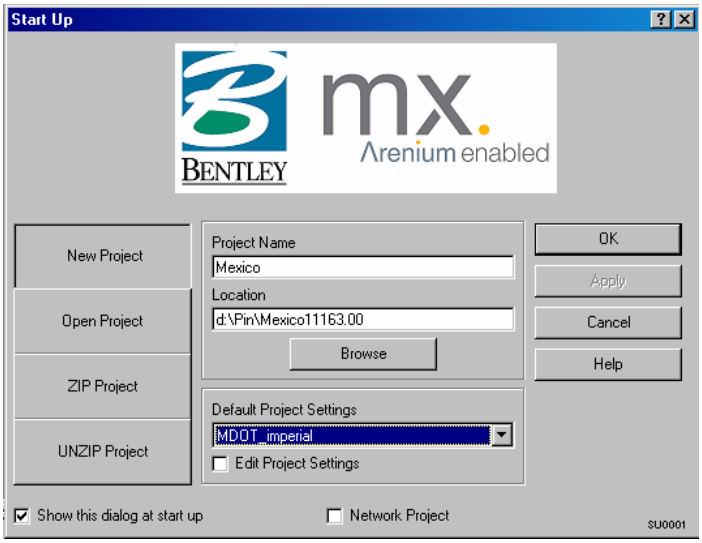
Step 2: Find the "official" project directory. \\ dot0dta1fscadd1\PCPIN1\PIN\ - (Your project number)

**Note: This should also be mapped as your "Y" drive*.

Step 3: Copy the Survey Files to your local PIN directory . The files you need to copy will be located at ….

Ex: \\ dot0dta1fscadd1\PCPIN1\PIN\1234\56\SURVEY\MX\DESIGN-PC\

Copy all of the standard input files necessary for doing a survey update (see section above for a complete listing).
A failure to locate the necessary files in this directory may indicate that this project has not been processed by the survey editor and is not yet available for design. If this occurs contact your Survey Representative.



Start MX with New Project From MX Start Panel

After the local directory has been set up, and the survey input files have been copied to this directory, launch the MX application until you see the Project Control Panel:

- Click the New Project Button
- Set the Location path to your local project pin directory by clicking on the Browse button
- Type a project name. (In the example above, The job is called "Mexico.mmd"
- Select the Project Settings (i.e. MDOT_Imperial for Us Customary jobs , MDOT_Metric for metric jobs.)
- Then Click OK to create the project file

MX will begin to open and will create a blank model file with the proper settings (units, etc.,). You should ***not*** be copying the model file from the Survey section and instead should run your input file to create the models in your project. If for some particular reason you have copied in a model file from the survey section, a panel will appear saying MX has found an existing model file, and asking if you want to replace it....***Make Sure You Click "NO" here!!!***.....or an empty model file will be created to replace the one you copied in. The MX software will load a default display called draw.dpw. You must now run your survey input files individually, or as a batch process by using the master Input-Survey.INP file. If a survey model file was copied in, then don't rerun these files, your models already exist.